



Adrien Touminet

Designer & Project Manager



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July, 25th 1993 (24)



French

EDUCATION

2012-2017 Web School Factory & Strate College *Industrial Designer*.

Design specialty (UX&UI) with knowledge in digital business and web related technologies.

English (IELTS 6.5)

2015 - RMIT Melbourne (5 months).
Digital Media

Academic essays, webdesign, short movies animation, Electronic Image Editing

2011 - Baccalauréat (Economics & Social).

Mention Fairly well.

REFERENCES

Mikael Queric

Senior UX Designer - Allegorithmic

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Marie-Suzanne Locqueneux-Iftthekar

Innovation Leader - AccorHotels

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INTERESTS

Travel, have a great time with friends, cinema and series, open source software, snowboard (snowboarder for 10 years), economy and politics.

WORK EXPERIENCES

2016-2017 AccorHotels (1 year)
Project Manager - Innovation Lab

Designing JO&JOE user experience and managing the creation of the digital platform (onpage, e-commerce, app).

Developing collaborative working methods in the lab (new department in the company)

Developing new business opportunities

I've also supervised and managed Viva Technology organisation

2015 Ubisoft (6 months)
UX Designer - Ghost Recon Wildlands

UX design of the player main menu.

I made the userflow, high fidelity wireframes and guidelines for the main menu and in-game menu.

I've also assisted the Lead UX and Lead UI on monitoring development of various others pages.

I've also build detailed specifications for graphists and developpers team.

2014 AI Dente (2 months)
Artistic Director Assistant

Design benchmark, support webdesigner and artistic director, creation of lookbooks.



adrientoumi.net



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